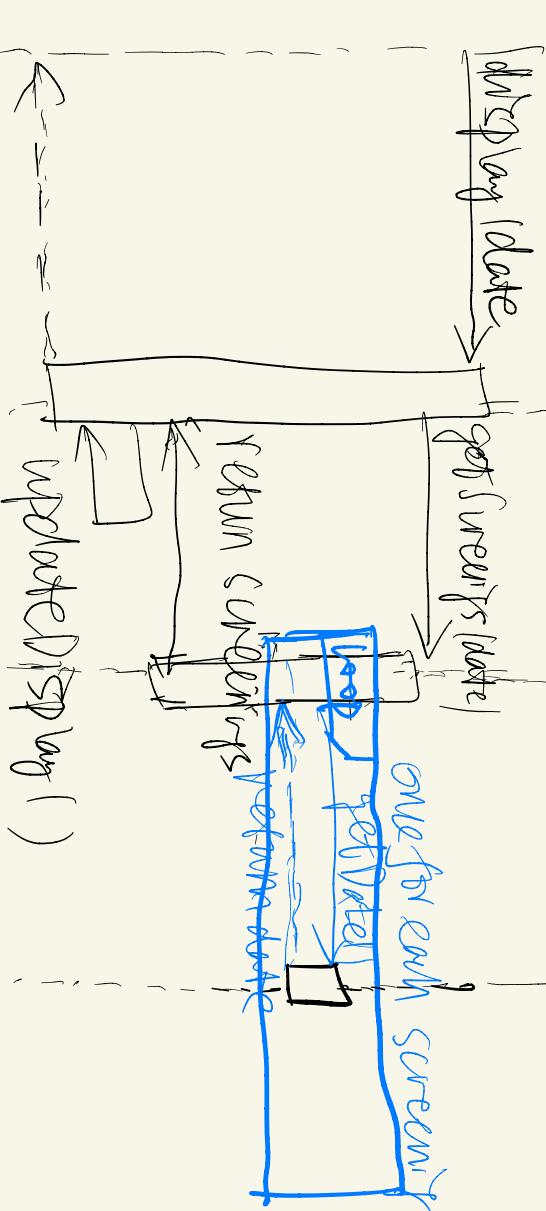
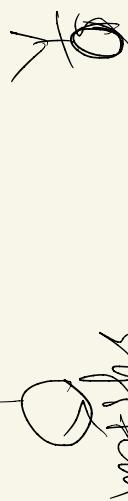


# Display Screening, Tickets Sold, Capacity

Cinema  
System

Screenings

Staff



# Schedule Movie Screening

BLE

M: Movie S: Screen

Staff : Cinema System

Staff

Cinema System

Cinema

Cinema System

Cinema

scheduleScreening

(details)

createsScreening

(details)

m := getMovie(movieName)

s := getScreen(screen)

Screening (date, start\_time,

s, m)

Screening

updateDisplay()

# Schedule Movie Screening

ECE (a)

Screenings

Cinema

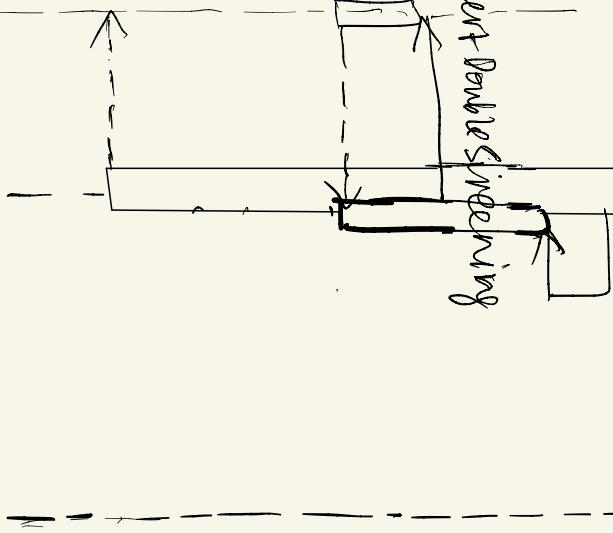
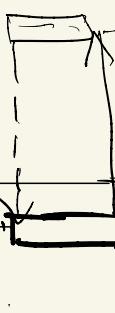
Staff : Cinema System

scheduleScreening

(details)

checkDoubleScreening()

alertDoubleScreening



O  
E&(b)

# Schedule Movie Screening

S: Screen



: Cinema

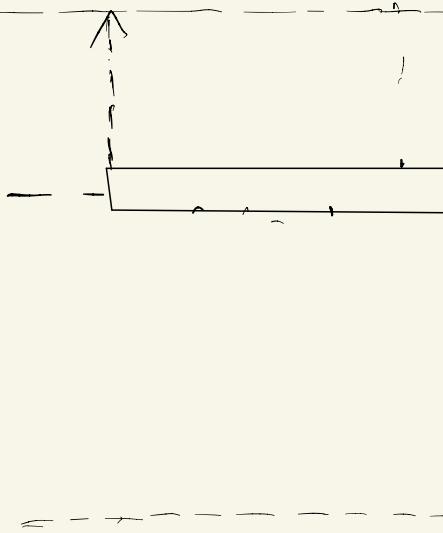
Staff : Cinema System

: ScheduleScreening

(detain)

checkOverlapscreening()

allertOverlapscreening



# Reschedule Movie Screening

Start

**Cinema**

CurrentScreening  
Screening

SelectedScreening

End

Cinema System

selectScreening(details)

loop

for all screenings on screen

t = getStartTime()  
s = getScreen()

rescheduleScreening(details)

m = getMovie()

getMovie(m)

getTime(t)

updateDisplay()

# Reschedule Movie Screening ETC(a)

Start

Cinema

Current: Screenings

Selected: Screenings

sheetScreening(details)

for all screens on screen

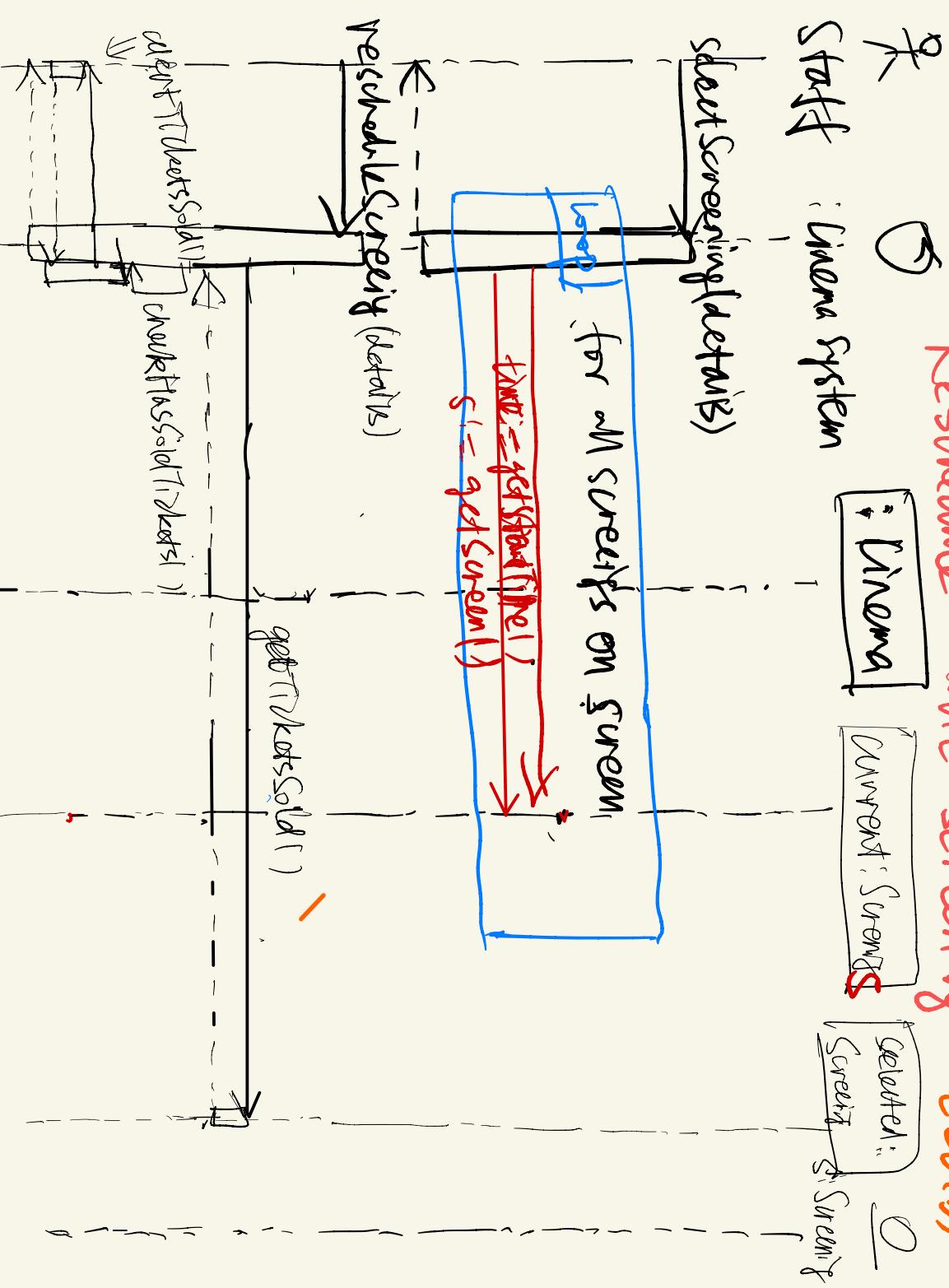
    t = getStaff(s)  
    s' = getScreen()

rescheduleScreening(details)

checkOverlapScreening()

allowOverlapScreening()

# Reschedule Movie Screening ECF(b)



# Reschedule Movie Screening etc)

Start

Cinema

CurrentScreen

SelectedScreen

Cinema System

sheetScreening(details)

for all screens on screen

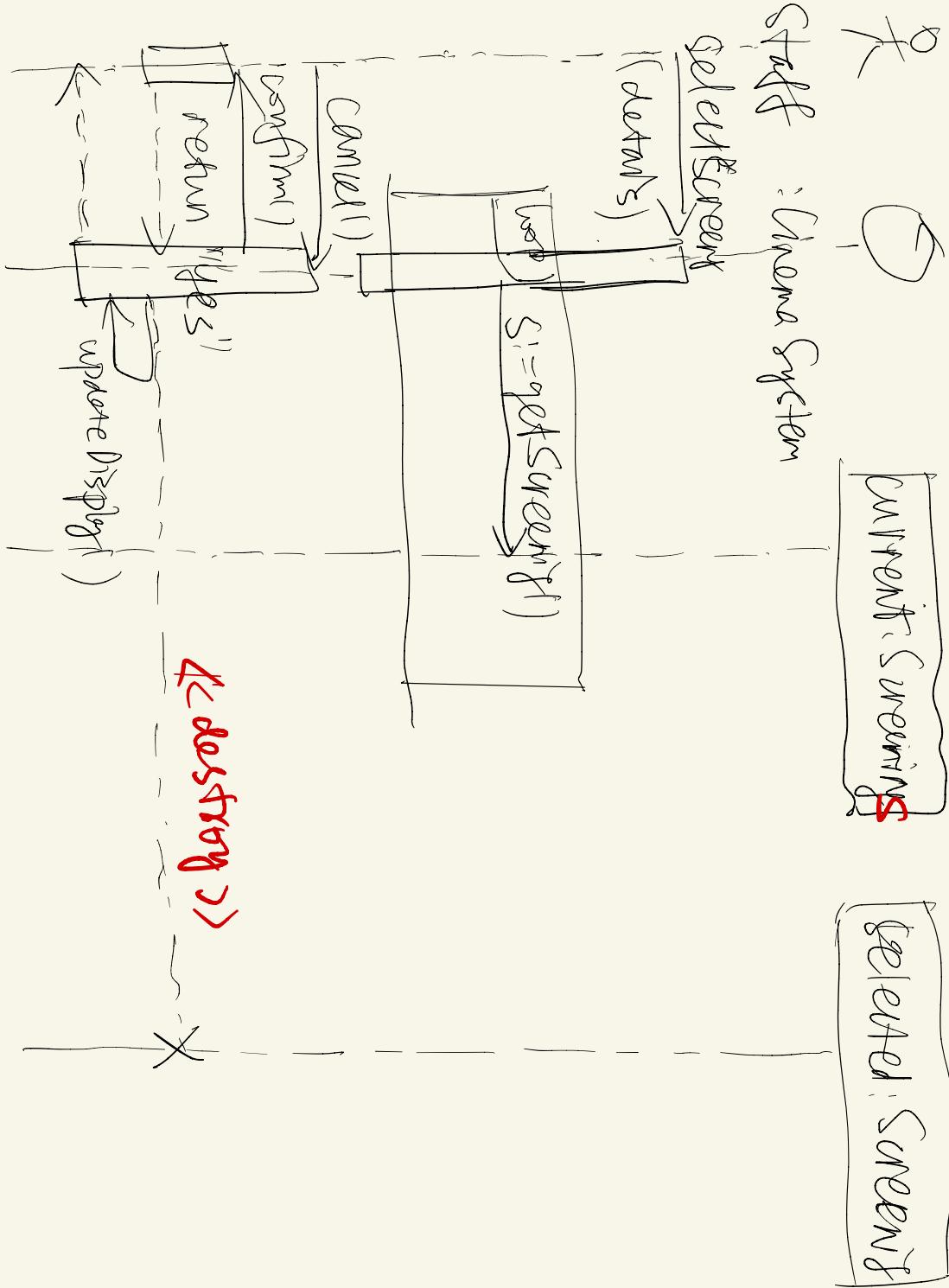
    t = getStartTime()  
    s = getScreen()

loop

rescheduleScreen (details)

Alert Don't Reschedule Double Screening

# Cancelling Movie Screening



# Cancelling Movie Screening

Execution

Selected: Screen

Current: Screenings

Staff : Cinema System

SelectScreen

(details)

loop

S := getScreen()

cancel()

getTicketSend

alertTicketSend()

checkHasoldTickets

alertTicketSend()

# Sell Tickets

Staff



Cinema System

Current Screenings

Selected Screen

Sell Screen

Loop

Select Screen  
(details)

Send Tickets

Charge Ticket

Update Display

# Sell Tickets

ECE

selected: Screen

current: Screen

Cinema System

Staff

select screen  
(details)

Loop  
S := get screen[1]

sell tickets()

get ticket id()

alert insufficient tickets()

check insufficient tickets()